

FALLEN HAVEN™

[M A N U A L]



Fallen Haven Manual



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Introduction

Installation

Fallen Haven is designed for Windows 95 and features an AutoPlay-enabled CD-ROM. AutoPlay simplifies the installation of multimedia and gaming titles under Windows 95.

To install the game, insert the Fallen Haven CD into your drive while Windows 95 is running. A list of options is displayed. Select **Install** and follow the on-screen instructions.

NOTE: You must install Fallen Haven on your hard drive. The game cannot be played directly from the CD-ROM.

Terms & Definitions

Credits: Credits are currency. You use credits to develop your cities, build new attack units, and repair damaged buildings. Credits are produced by Mining Facilities (Humans) or Refineries (Taurans).

Energy Points (EP): EP let you maintain structures and production in a province. If you run out of EP, production in the province stops and structures start to degrade. EP are produced by Power Plants (Humans) or Energy Centers (Taurans). Research in energy efficiency can reduce the energy consumption of all structures.

Research Points (RP): RP let you improve your units and your cities by increasing their technological level. RP are produced by Laboratories (Humans) or Research Centers (Taurans).

Province Resources: A province is poor, average, rich, or very rich in each of the three resources (Energy, Credits, Research). Production output is determined by the province's wealth, as shown in the following table, which applies to credits, research, and energy.

Production Structures in Province	Resources			
	Poor	Average	Rich	Very Rich
1	50	100	150	300
2	95	190	285	570
3	135	270	405	810
4	170	340	510	1,020
5	200	400	600	1,200
6	225	450	675	1,350
7	245	490	735	1,470
8	260	520	780	1,560
9	270	540	810	1,620
10	275	550	825	1,650

For a specific resource, a single production structure in a very rich province has a higher production output than ten production structures in a poor province.

Province Types: There are three different province types: forest, desert, and rocky. Each has different features, and requires a different tactical approach.

Action Points (AP): Every unit has an AP value. You spend AP to move units and fire weapons in Tactical Mode (in Strategic Mode, you can move your units where you want). Technology research can increase AP.

Armor (AR): Resistance of units and structures. If AR falls to zero, the unit or structure is destroyed. Armor technology research can increase AR.

Dropships: Dropships transport units from one province to another. Without Dropships, your units cannot leave their province. Beware! You can build Dropships in your capital province only. If you lose this province, you cannot build Dropships anymore (even if you recapture the province).

Units: Humans and Taurans have ten different units each. Each unit is fully described in the on-line Encyclopedia.

Structures: Each side has ten types of structures that can be built to develop a city. Each structure is fully described in the Building window and in the on-line Encyclopedia.

ToolTips: Online information cues that appear over a button if you place the cursor over it for one second or more. As soon as you move the mouse cursor, the ToolTip disappears. You can toggle ToolTips on the Menu window.

Direct Fire: Indicates that a weapon cannot fire over obstacles like trees and other units. The unit must have a direct line to the target to fire on it.

Indirect Fire: Indicates that a weapon can fire over obstacles.

Orbital Attack: In an orbital attack, the computer player lands Dropships from orbit around New Haven. Orbital attacks can strike anywhere in the colony.

Hover and Grav: Indicates that the unit can pass over water, canyon, and ice.

Click: Press and release the left mouse button.

Right-click: Press and release the right mouse button.

Double-click: Quickly press and release the left mouse button twice.

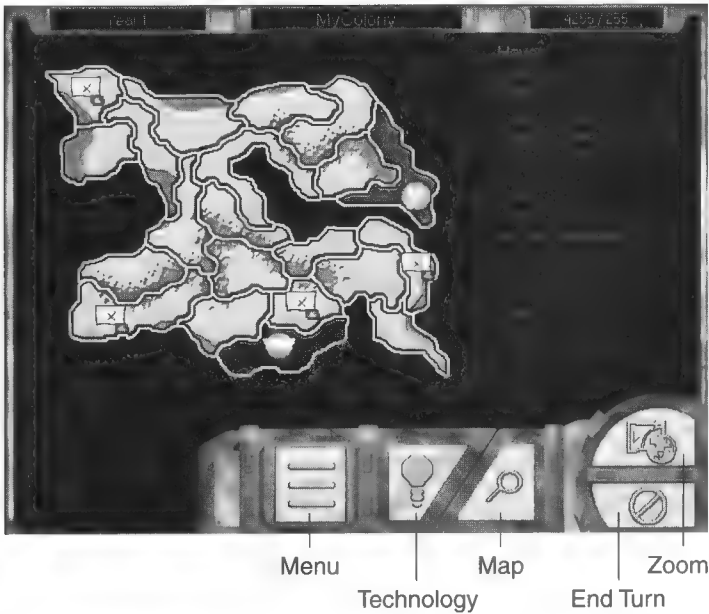
Quick Start

To start playing immediately after installing the game, follow these instructions:

1. Start Fallen Haven.
2. On the main menu, click **New Campaign** to display the game options window.
3. Leave the default settings as they are and click **OK**.
4. Name your colony—this will also be the name used for any saved games. Click **OK**.

The Colony Map window is displayed.

5. The blue province is your starting position, and the red province belongs to the enemy Taurans. You are playing the as the Humans in Easy mode. The neutral (gray) provinces are hostile to both sides.



Menu—Load/save games, change options.

Technology—Change allocation of Research Points.

Map—Display overhead view of selected province.

Zoom—Zoom to the Province window, where you can build units and structures.

End Turn—End your strategic turn and begin the computer's.

6. Double-click the blue province to switch to Province view, where you can build units, plan attacks, and launch Dropships against the enemy.

Across the top of the window, from left to right, you will see the following:

- **Research Points** produced by this province. Construct Laboratories to earn more research points.
- **Energy Points** available in this province. Energy Points are reduced every time you construct a building. If Energy Points fall to zero, your buildings fall into disrepair and you cannot mine or produce units. Build Energy Centers to increase energy points.

- **Total Credits** (for all provinces) and **Province Income**. Total credits are decreased each time you build a new unit or structure. Province income is affected by the upkeep cost for all units stationed in the province; building more units decreases province income. Build more mining facilities to increase province income.



Repair

Build
Road

Build
Structure

Recycle

Map

Menu

Colony

Repair—Repair any damage to structures suffered during combat.

Build Structure—Construct factories, laboratories, and mining facilities.

Build Road—Add new roadways.

New structures must be adjacent to a road.

Recycle—Destroy unwanted structures and regain some credits.

Map—An overview of the province.

Menu—Load/save games and change game options.

Colony—Return to the Colony view.

7. Build units.

Before attacking your neighbors, you must strengthen your position by building more units. These new units can either attack a neighboring province or defend your province if the enemy decides to attack it. Units require one full turn to complete. The cost of the

unit is debited against your Total Credits, and your Province Income is decreased to pay for the upkeep cost of the new unit.

8. Launch an attack.

Click a unit, then move the cursor over the Dropship. The cursor changes to a green arrow. Click the Dropship to load the unit onto the ship. Continue loading units until the Dropship is full.

Now click the Dropship to display a pop-up. Click the **Launch** button below the picture of the Dropship. The view changes to the Colony window. Click the neighboring province you want to attack. To confirm the launch, click the down arrow.

Your ultimate goal is to capture the enemy capital. The gray provinces are neutral, and will not attack you or the enemy. They will, however, defend themselves if you attack.



Special Missions are available in provinces with this symbol. If you attack one of these provinces, you are given a special mission objective. You have only one chance to complete the mission.

9. Return to the Colony window and click the **End Strategic Turn button.**

The Dropship you launched reaches its destination. You must choose a safe landing position (where the white square is not marked by an X).

Once you place the Dropship, you enter tactical mode.

In tactical mode, you move all of your units and fire their weapons to destroy the enemy's units and structures. When you destroy the computer's last unit, you win the battle and take control of the province. In the next strategic turn, you can build new units and structures in this province.

10. Click the Dropship and click the **All Out button. Click an area adjacent to the ship to unload your units.**

Each unit in battle has a certain number of Action Points (AP), which are used to move and fire weapons. When AP fall to zero, a unit can take no further action in that turn.

Each unit also has a certain number of Armor Points (AR). Damage from enemy fire reduces AR. When a unit's AR reaches zero, it is destroyed.



Menu

Overwatch
Light

Light Weapon

Heavy
Weapon

Map

Next Unit (top)

Next Unit w/o Back (bottom)

Overwatch
Heavy

End
Tactical
Turn

Menu—Load/save games and change game options.

Next Unit—Jump to the next unit.

Next Unit w/o Back—Jump to the next unit and don't come back to this unit later.

Overwatch Light—Keep enough Action Points to fire the light weapon when moving.

Light Weapon—Select and aim the unit's light weapon.

Heavy Weapon—Select and aim the unit's heavy weapon.

Overwatch Heavy—Keep enough Action Points to fire the heavy weapon when moving.

Map—Overhead view of the province.

End Tactical Turn—End your turn and begin the computer's.

11. Select a unit and click **Light Weapon**. The cursor becomes a red target. Click an empty square nearby to fire the light weapon at it. If a unit occupied that square, you probably would have damaged it.

You now know how to launch an attack, move units, and fire weapons. You're ready for your first battle.

Good luck!

The Story

Prologue

It appeared in December, 2242.

Sensory equipment originally designed to warn of approaching asteroids, comets, and other cosmic debris gave the first alarm. Their scans detected the object after it materialized just beyond the orbit of the outermost planet and warned their astonished sentries that this unexpected visitor was not common debris. It was approaching under its own power and heading directly towards the heavily populated center of the system.

Panic ensued.

Any attempt to keep this unprecedented event secret would have been futile. Every telescope and sensor array in the system began to detect emissions from the new arrival, prompting a fervor of excitement and fear of its intentions. Broadcasts were made across every frequency, in every native language. The visitor continued to conduct its own scans of the outermost planets as it passed them, but it seemed indifferent to all attempts at communication. As it drew closer to the Capital World, the Leader and his Council decided that the need for security must outweigh the desire to avoid hostility, and the Military dispatched their fastest ships to intercept the silent visitor.

It made no attempt to resist capture and was taken, under heavy escort, to the largest military facility based on Capital World's barren moon. Here, the unidentified vessel could be investigated fully under the strictest containment protocols. Scans of the vessel had proved useless. Investigators could not even say whether there was a living being within, but the public, eagerly following these events in the news broadcasts, firmly believed that aliens were inside. Now under great media attention, the leaders of the major colonies, even the Deputy

Leader of Capital World itself, arrived at Moonbase to participate in this first-ever alien encounter.

Shortly after arrival at the base, the alien vessel ceased all emissions. This worried the authorities, and public pressure mounted to release the visitors trapped inside the malfunctioning machine. Nervously watching a video screen in an isolated room on the other side of the moonbase, the leaders looked on as scientists and technicians garbed in heavy protective gear huddled around the foreign object. They began to dissolve a microscopic hole through which a probe could be inserted. The operation was delicate; the incision would open a barely perceptible fissure in the sleek vessel's hull, near a collection of brightly emblazoned Alien symbols that had so far confounded all attempts at translation.

The watchers gasped as the molecular drill broke through, its tip vanishing inside the silver body with a hiss. The ship was hollow. The chief scientist looked up at the camera through his visor and gave a nervous smile, which was returned by the Capital's Deputy Leader, anxiously watching from the observation room.

Then, without warning, the smiles disappeared as a massive explosion vaporized them and everyone else at Moonbase. The blast could be clearly seen in the night sky of the capital world Taura below, as the last thing the 80 billion horrified Tauran viewers saw on their live video link were the alien markings on the container.

Interplanetary Commercial Exploration Probe—Mark VI
Property of Matsusony-Laanson Corp, Earth.

CAUTION: This device is protected—Do not open!

A bloody intergalactic war had just begun with an entirely unintentional first strike.

The eighteen worlds of the Tauran Empire began to mobilize for war, but it would be twenty-five years before Tauran would face Human, and the fated battlefield would be the planet of New Haven.

The Rise of the Corporation

In the years following the destruction of the Tauran moonbase, the corporation responsible for sending the deadly probe became one of the most powerful forces in Human politics. Thousands of similar probes, all bearing the name of the Matsusony-Laanson Corporation, searched the cosmos for habitable planets and sent back to their owners a wealth of information.

Sole possession of this data, as well as the technology that allowed the probes and other ships to travel faster than the speed of light, gave Matsusony-Laanson near-total control of humanity's efforts to colonize the stars. The corporation helped establish dozens of colony worlds. As the sole supplier of equipment and transportation for the new colonial governments, Matsusony-Laanson reaped huge profits in the process.

The Human governments became concerned about Matsusony-Laanson Corporation's power. The governments passed anti-monopoly laws, which allowed other companies to compete with Matsusony. No one could have anticipated the corporation's response to these actions.

Without its monopoly on supply and transport, the corporation sought other means of profit—it began to mobilize for war. Matsusony started supplying weapons to provincial governments on the colony worlds, encouraging them to build defenses and protect themselves from neighboring provinces that could threaten their borders. Other provinces and colonies responded by building weapons factories of their own, using parts and equipment supplied by the corporation. In a few years, the new colony worlds were transformed from idyllic havens to dangerous borderlands on the brink of war. Profits from colonial mining operations were funneled into Matsusony's coffers as they single-handedly supplied this arms race.

The Fall of New Haven

The most distant of the colony worlds was called New Haven. It was home to fifteen separate provincial governments, all armed with weapons supplied by Matsusony-Laanson. A very tenuous peace had been established by the provincial leaders, but war could break out at any time.

The province of Haven was the first founded on this planet, and the first to break the peace—not by striking out at their neighbors, but by striking out at the Matsusony-Laanson Corporation. Disgusted with the corporation's profiteering and manipulation, the leaders of Haven

declared their intention to break the corporation's grip. Using smuggled supplies, Haven built its own factories and began manufacturing weapons systems not available to the other provinces. Thus Haven became the only colonial province not dependent on the corporation for its defense.

With backing from Matsusony Corporation, the other fourteen provinces declared war on Haven. Haven's future looked grim—but there would be no time to fight this battle.

The Aliens Arrive

As the provinces of New Haven prepared for their own war, a fleet of ships arrived at the edge of their star system. They were not detected by the preoccupied provinces as they swept silently toward the planet, finding in their path only a single Human ship. This ship bore the same hated markings as the device that had destroyed the Taurans' research base: MATSUSONY-LAANSON CORP.

The fleet descended upon the Matsusony transport vessel and obliterated it in seconds. Then it destroyed New Haven's orbital communications and established an orbital blockade of the planet. Mere days after the fleet's arrival, New Haven was cut off from the rest of humanity.

The Matsusony-Laanson Corporation issued no statement. Transmissions from the doomed ship revealed the alien attackers to the corporate heads, and corporate scientists soon pieced together the mystery of the fleet's origin. But no explanation was forthcoming from Matsusony-Laanson. Secretly, the corporation cut all ties to New Haven. Publicly, Matsusony disavowed any knowledge of the incident, leaving the colony to perish at the hands of vengeful aliens.

The War Begins

The Tauran fleet sent Dropships to capture one of the Human provinces. They met with armed resistance from the colonists, but the province's fall was inevitable. Already prepared for war, the provinces of New Haven shored up their defenses and prepared to fend off this new assailant. But without supplies from Matsusony, all the provinces would surely be crushed by the Tauran war machine.

All, that is, but one. Haven, which had built its own weapons factories and established its independence from the corporation, stood a fighting chance against the invasion. The other provinces were unwilling to entertain peace talks, though, leaving Haven to fight on its own.

Now the future of New Haven rests with two fighting forces—the invading Taurans, and the defending Humans of Haven. The Humans have just one chance to save their world from imminent destruction, and the aliens have a chance to avenge the moonbase massacre.

Both sides have one goal: destroy the other at any cost, sweeping aside everything in their path.

Playing Fallen Haven

Fallen Haven is a strategy game in which your goal is to gain control of the capital province of the enemy. The game is played in two modes: Strategic Mode and Tactical Mode.

- **Strategic Mode:** *Thinking*

In strategic mode, you build your cities and your forces (attacking and defensive). You can freely move your units around in a strategic position and give orders to launch attack forces. Strategic mode is the thinking mode; there is no time limit and no combat. You cannot attack and cannot be attacked. When your planning is done, you end strategic mode to start tactical mode.

- **Tactical Mode:** *Action*

Combat takes place in tactical mode. The actions of the units are set by their characteristics. In this mode you cannot build or repair. If you launched attack forces in the previous strategic mode, combat will start in tactical mode.

Resources

You must manage three resources: energy, credits, and research. Energy is required to maintain the structures in your cities. Credits can buy structures and units. Research increases the technological level in different technologies.

Credits and research are global resources; every credit and every research point you have can be used in any province you own. Energy is local; each province must have enough energy to maintain the buildings in that province. You cannot supply energy from one province to another province. Without energy, your buildings fall into disrepair and production is halted.

Technology

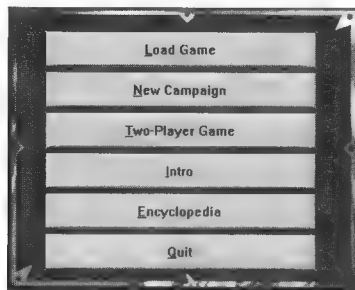
In *Fallen Haven*, technology is one of the keys to victory. Research can be conducted in six fields:

- Energy efficiency of structures
- Resistance of structures and units
- Speed of units
- Weapon damage of units and towers
- Rate of fire of units
- Rocketry for nuclear attack and defense

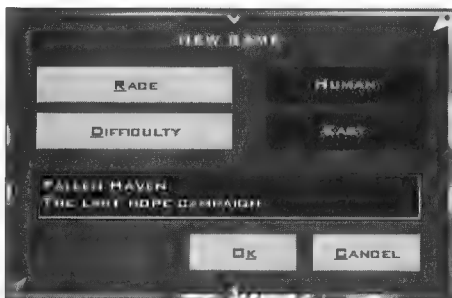
When you start, all fields are at technological level 1. Research can increase the technological level up to level 10. For more information, refer to the Technology window (page 18).

Fallen Haven Windows

Starting menu



Click **New Campaign** on the **Starting** menu to display the **Game Options** menu.



Player Race

Choose Human or Tauran. Each has different attributes:

- **Human:** fast units, average firepower, good weapon ranges, low armor for units and buildings
- **Tauran:** slower units, high firepower, shorter weapon ranges, good armor for units and buildings

Difficulty Level

Difficulty level determines how challenging the enemy will be. The number of units, rate of technological advance, and precision of attacks are all affected.

Campaign Map

- *Fallen Haven:* The default campaign, the enemy starts as weak as you, while neutral territories serve as a buffer zone between the Tauran and Humans.
- *The Last Hope campaign:* The enemy has captured all neutral provinces when the campaign begins. You will be fighting against very difficult odds.

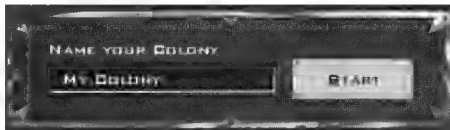
NOTE: The Last Hope campaign is for experienced Fallen Haven Players only.

If you want to follow the illustrations in this guide, select:

- Human
- Easy
- Fallen Haven

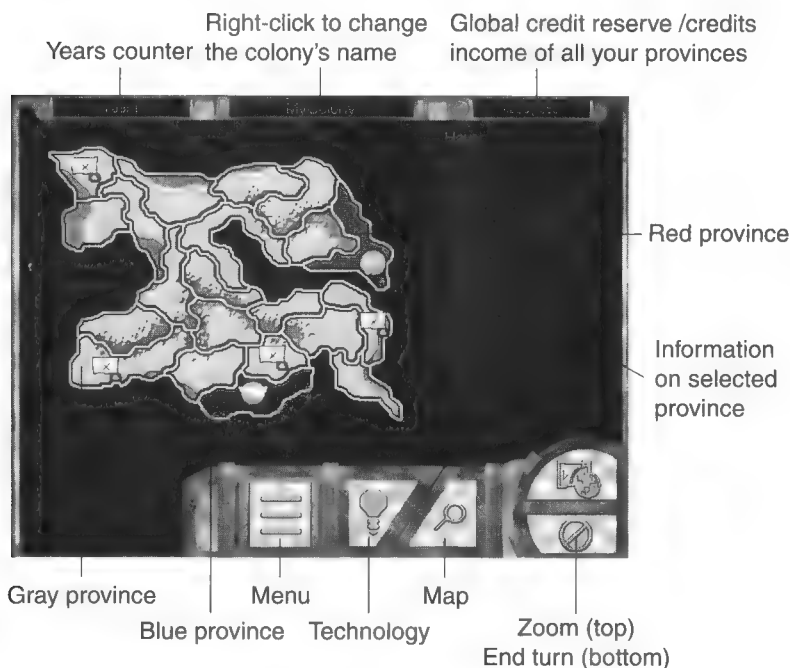
then click OK.

Naming your Colony



Give a name to your colony, then click **Start**.

You are now in strategic mode.



The Colony window displays the Colony Map.

The blue province belongs to the Humans. Every time Humans take control of a province, it turns blue (red for the Taurans).

The red province is the one captured by the Tauran invaders. You watch the progression of their invasion as the provinces turn red.

The gray provinces are neutral. Each neutral province is autonomous. If you do not attack a neutral province, it will not attack you.

To win the game, you must take control of the Tauran invaders' capital province or, if you played Tauran, you must take the capital province of the Humans (blue).

Special Symbols



Indicates the Tauran capital province.



Indicates the Human capital province.



Indicates a province with a special mission.



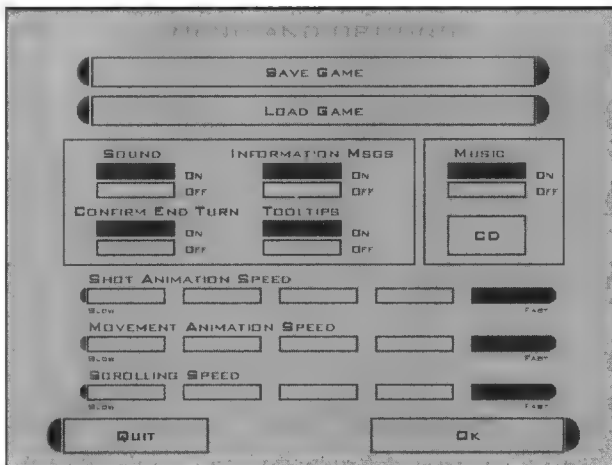
Indicates a province targeted by nuclear missiles.

Colony Window

Leave the cursor over a button at the bottom of the window to display a ToolTip that describes the button (the ToolTips option in the Menu must be On). ToolTips can be used on any button.

Menu

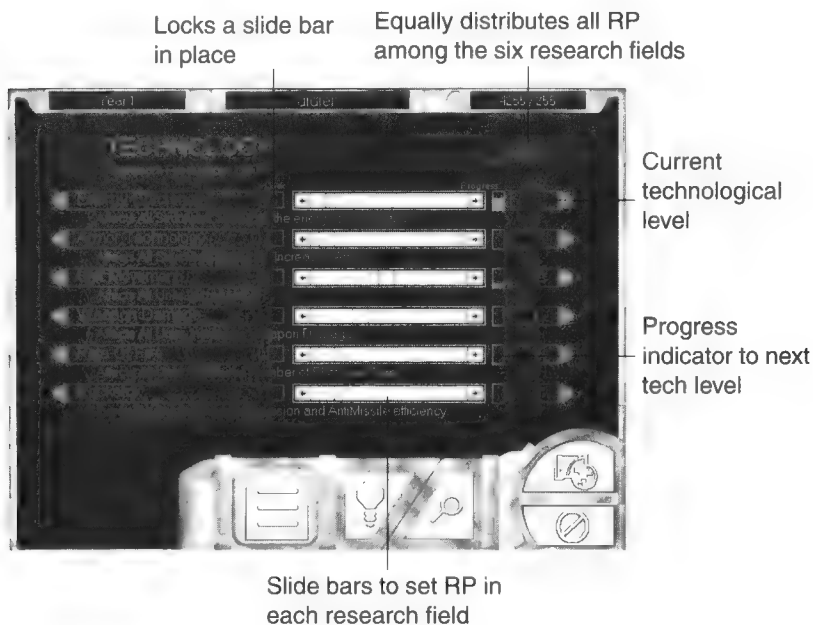
Click the Menu button to display the Menu window.



Click OK to return to the Colony window.

Tech Button

Click the **Tech** button to display the Technology window. This is where you will spend your Research Points.



The following table indicates how each research field affects your troops and buildings.

	Energy Efficiency	Armor	Speed	Weapon Damage	Rate of Fire	Rocketry*
Affects	Structures	Structures & units	Units	Weapons	Weapons	Nuclear missiles and antimissile
Effect	Reduces consumption	Increases AP	Increases AP	Increases damage points	Decreases cost of shooting a weapon	Increases precision
Level 2	10%	20%	10%	20%	10%	15%
Level 3	20%	30%	15%	30%	15%	30%
Level 4	30%	40%	20%	40%	20%	45%
Level 5	40%	50%	25%	50%	25%	60%
Level 6	50%	60%	30%	60%	30%	75%
Level 7	60%	70%	35%	70%	35%	90%
Level 8	70%	80%	40%	80%	40%	105%
Level 9	80%	90%	45%	90%	45%	120%
Level 10	90%	100%	50%	100%	50%	135%

* For more information on rocketry, please consult *Actions to do on the Province window in Strategic Mode*

Click the **Tech** button to return to the Colony window.

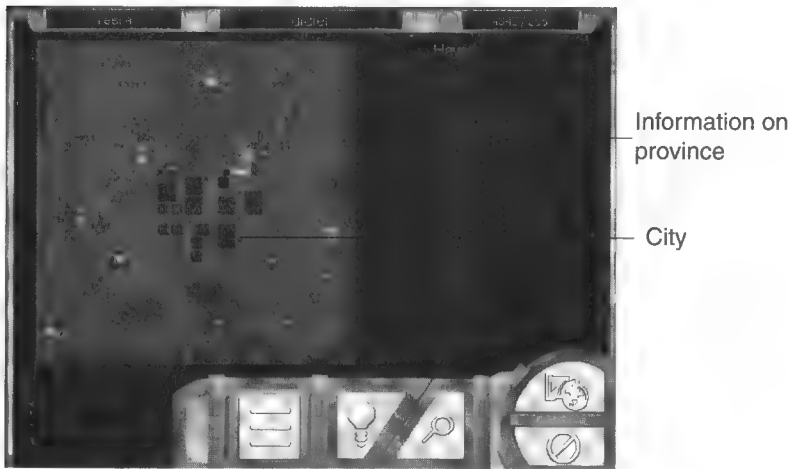
CD Player Window



Set the volume of the music by double-clicking the speaker icon in the Windows 95 taskbar and selecting CD. Sound effects are set by the WAVE scroll bar.

Map

Click the **Map** button to display an overview of the province.



Click the **Map** button again to return to the Colony window.

Because you have radar in your province, you can scan a province adjacent to yours. To do so, click the gray province just over yours (in blue). Its name appears on the right side of the window. Click the **Map** button to see an overview of the province and its contents. Radar is very useful in planning an attack, but its scanning range is limited to adjacent provinces. Click the **Map** button again to return to the Colony window.

End Turn

Clicking **End Turn** ends your strategic mode, and begins the computer's strategic turn. Then, if any battles are pending, tactical mode begins.

Zoom

The **Zoom** button is deactivated (dimmed) because you can zoom only when a province you own is selected. Click your province (blue) and then click the **Zoom** button. You are now in your capital province, *Haven*.



In the Province window, you can repair damaged structures, recycle units or structures, build new structures, units, and roads. You are now in strategic mode and you have all the time you want to plan your strategy.

Province Window

The number in parentheses following the name of the button indicates the keyboard shortcut for that button.

Repair (1): Repairs all damaged buildings and Dropships, if you have enough credits. You can also repair a single building by displaying the information menu and clicking the repair bar.

Build (2): Displays the **Building** menu. Click one of the two small buttons to review the available structures. If you have enough Credits, click the structure you want to build and select its emplacement. To exit the Building menu without selecting a structure to build, click the picture of the structure *in* the Building menu.

Positioning: Walls and towers must be placed adjacent to another wall or road. Buildings must be placed alongside a road. The size of the cursor indicates the size of the selected structure. If the cursor is marked with an X, the emplacement is not valid (you might have to build roads to place your structure). Once a valid position is selected, just click the left mouse button. The structure is shaded since it takes one full Strategic Turn to complete construction (with the exception of walls and roads, which are completed as soon as you place them on the map).

Road (3): Allows you to build a road. A road must be placed adjacent to another road. Roads are essential to the building of structures.

Recycle (4): To disband a unit or destroy a structure, a road, or a wall, click **Recycle** and then click your target. You can recycle any structure in construction (shaded) and get a full refund. You get a 50 percent refund on all other structures and units, except walls and roads.

Map (5), Menu (6), and Colony (7): Display their respective windows.

Strategic Mode Keyboard Shortcuts

D	Puts the selected unit in the next available Dropship.
C	Centers on the currently selected unit.
Arrow key	Scrolls in the direction of the arrow.
Home	Centers on the map.
M	Stops or plays the soundtrack. (The Fallen Haven CD must be in the CD-ROM drive.)

NOTE: Button shortcuts are listed in the description of the button above.

Province Window in Strategic Mode

Scrolling: To scroll the View window, move the cursor along the edges of the window.

Fast Movement in the View Window: You can use the Map window to rapidly move on the View window. Click the **Map** button. Click anywhere in the map to move immediately to the corresponding location in the View window.

Moving Units: In strategic mode, all the units can be moved freely on the map. Click a unit to select it, then click where you want to place the unit.

Launching Nuclear Missiles: You can launch nuclear missiles at neighboring provinces by clicking a nuclear launcher and spending 1,000 credits. The missiles can only be stopped by an anti-missile building. At equal Rocketry technological level, your missiles have a 50 percent chance of hitting their target. (Radar helps in the precision of nuclear attacks and raises the technology level of your anti-missiles by one).

Looking inside a Dropship: Click the Dropship to see its contents.

Loading Units onto the Dropship: To place a unit in the Dropship, click a unit, then click the Dropship. Pressing **D** also puts a selected unit inside a Dropship.

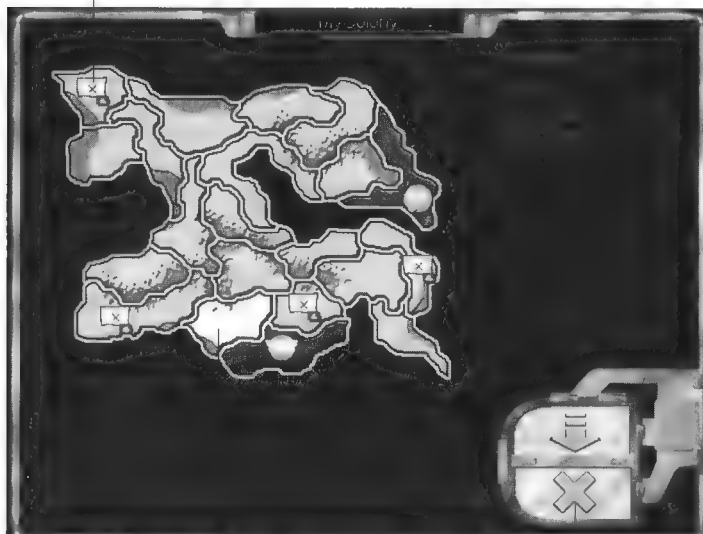
Unloading Units from the Dropship: To remove a unit from the Dropship, click the Dropship, then click the unit you want to remove. Click the map where you want to place the unit.

The **All Out** button lets you remove all units from the Dropship simultaneously.

Unselect: Right-click to deselect a unit or a weapon.

Launching a Dropship: To launch a Dropship for an attack or for a transport, make sure you have at least one unit inside the Dropship and click the **Launching** button.

Province contains a
special mission



Click the
destination province

OK to launch Dropship (top)
Abort launch (bottom)

Click the province you want to go to and click **OK**. If you change your mind, click the **Abort** button *before* leaving the launching window. Once you click **OK** and leave the launching window, you can no longer change the Dropship's destination.

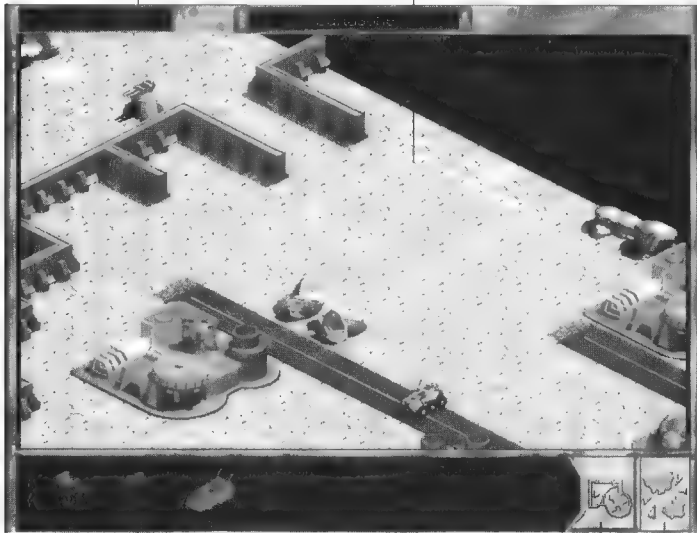
IMPORTANT: Your destination province must be adjacent to one of your own provinces.

Landing a Dropship: To land a Dropship, select a valid landing site (one without an X) and click it. To display an overview of the province, click the **Map** button. You can move instantly to any part of the province by clicking the map.

Auto-Destruct: If there is no room to land a Dropship in a province, the only solution is to destroy it to avoid capture.

Current ship to land and
total number of ships

Cursor on a valid
landing site



Contents of
current ship

Mini-Map
Auto Destruct

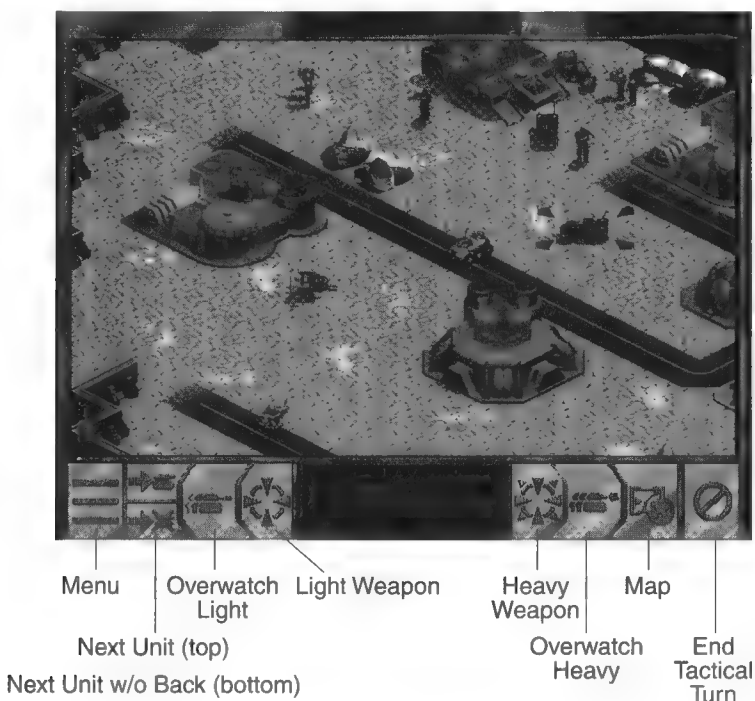
Tactical Mode

All combat takes place in tactical mode. The units' actions are set by their characteristics. In tactical mode you cannot build or repair. If you launched attack forces in the previous strategic mode, combat will start in tactical mode.

First, the attacker selects a landing site, deploys units, and starts the attack. When all units have used their Action Points, the attacker's tactical turn ends and the defender's turn begins.

Your goal is always to completely destroy all enemy units.

BONUS: After a successful attack on a province that does *not* contain a special goal, you receive a credit bonus. Its size depends on the strength of your attack force and the number of tactical turns it took you to win. A quick victory with a small attack force earns a larger bonus than a long, drawn-out battle with a superior force.



The number in parentheses following the name of the button indicates the keyboard shortcut for that button.

Menu (1): Takes you to the Menu window.

Next Unit (2): Selects the next unit with remaining Action Points (AP). If there are no more units with AP, clicking **Next Unit** has no effect.

Next Unit Without Coming Back (3): Selects the next unit with remaining Action Points (AP) that has not been selected this way before (the unit is removed from the list of valid next units). If there are no more units with AP, clicking **Next Unit** has no effect. Useful if you want your units to have enough AP to reply if fired upon.

Overwatch Light (4): Restrains the movement of the unit in order to keep enough AP to fire the light weapon. *If you keep enough AP to fire the light weapon, the unit can defend itself if attacked during the enemy's tactical turn.*

Light Weapon (5): Selects the light weapon to fire.

Overwatch Heavy (7): Restrains the movement of the unit in order to keep enough AP to fire the heavy weapon. *If you keep enough AP to fire*

the heavy weapon, the unit can defend itself if attacked during the enemy's tactical turn.

Heavy Weapon (6): Selects the heavy weapon to fire.

Map (8): Displays the Map window.

Information window: The window at the bottom displays information about the selected unit or the selected weapon. To see a unit or structure's name and remaining Armor Points, press **Ctrl** and move the cursor over it. This will help you to select the appropriate weapon to use on your target.

End Turn (9): Ends your tactical turn. The computer now plays its tactical turn.

Tactical Mode Keyboard Shortcuts

C	Centers on the currently selected unit.
Enter	Next unit.
Arrow key	Scrolls in the direction of the arrow.
Home	Centers on map.
M	Stops or plays the CD Musical soundtrack. (The Fallen Haven CD must be in the CD-ROM drive.)

Button shortcuts are listed in the description of the button above.

Last Words

Surrender: When the battle is lost in advance, you can shorten your suffering by a surrender. Press the **Menu** button followed by the **Surrender** button.

Unit Information

Human Units

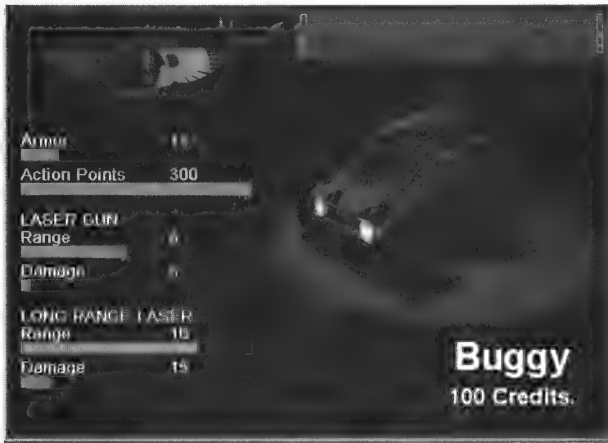


Human Assessment

The artillery cannon has an extremely long range and can hit multiple units clustered together—a devastating weapon.

Tauran Assessment

Human artillery is weakly armored and easily destroyed—when we can get close to it. Should be eliminated as quickly as possible.



Human Assessment

The Buggy can cover a lot of ground quickly and still get off a couple of shots, making it ideal for drawing fire or finishing off damaged enemies.

Tauran Assessment

Buggies are weak and easily destroyed, but can easily distract us from more important targets. Let the flyers and troopers deal with them.



Human Assessment

Able to traverse water, canyons, and other obstacles, the Grav Tank's hover capability makes it a valuable asset.

Tauran Assessment

Faster than our own Hover Tank, but nonetheless weaker, like the Humans themselves.

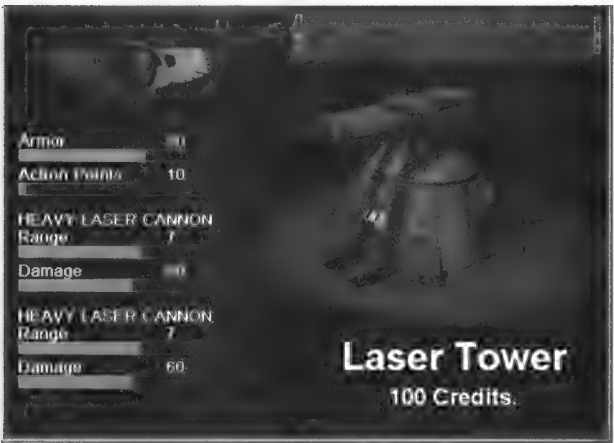


Human Assessment

Our premier fighting unit. It has hover capability, does more damage than Artillery, and is capable of multiple shots. Best used out of sight of enemy units and out of range of enemy artillery.

Tauran Assessment

The only Human fighting unit that we respect. Gunships are dangerous under all circumstances, and should be eliminated with extreme prejudice.



Human Assessment

Very good defenders. Most effective when stacked together for maximum firepower, and when positioned near potential enemy Dropship landing sites.

Tauran Assessment

Our superior firepower can usually eliminate these pests in one shot, but they cost us valuable time and allow our enemies to organize their defenses.



Human Assessment

Basic, inexpensive unit for use in hit-and-run attacks. Will not stand up to heavy firepower, though.

Tauran Assessment

A mere annoyance to be swatted. Do not allow them to distract you from more dangerous enemies.

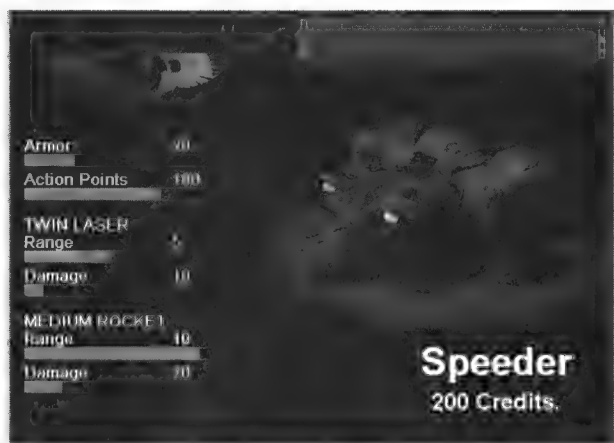


Human Assessment

Our elite infantry. Good for long-range attacks, and especially dangerous up close with the Thermal Detonator.

Tauran Assessment

Hardly a threat...unless you are foolish enough to allow them in close enough to use their heavy weapon.

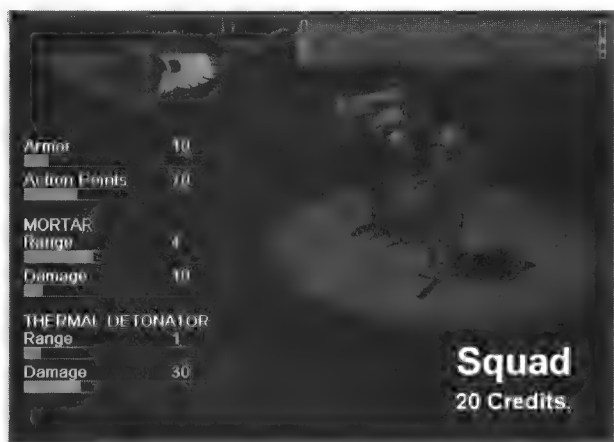


Human Assessment

A basic hover unit, able to traverse water and canyons. The combination of speed, mobility, and weapon range allows the Speeder to strike almost any unit at will, but with limited firepower.

Tauran Assessment

Fast but weak. Artillery is ideal for eliminating these nuisances.



Human Assessment

Brave soldiers fighting for the cause. Specially trained for urban combat, they can attack from behind buildings and obstacles with their mortar weapons.

Tauran Assessment

Nothing more than cannon fodder—unless they come in large numbers. When traveling in packs, Squads may present a small threat.



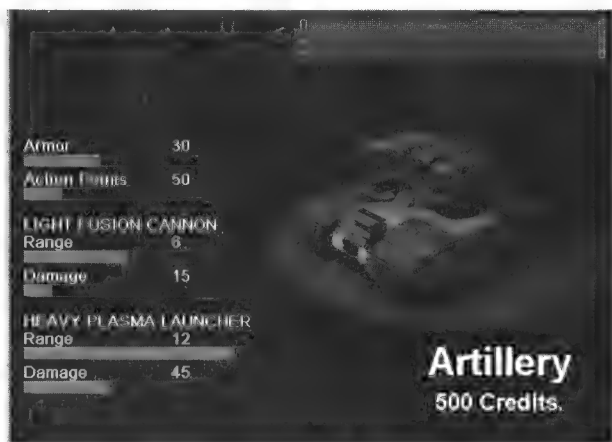
Human Assessment

An all-around good assault and defense unit, equally capable of dishing out damage and standing up to it. Deadly in close, especially in urban combat, where firing ranges are short.

Tauran Assessment

Human tanks are pathetically inferior to our own. This one lacks what all Human units do: firepower and armor.

Tauran Units

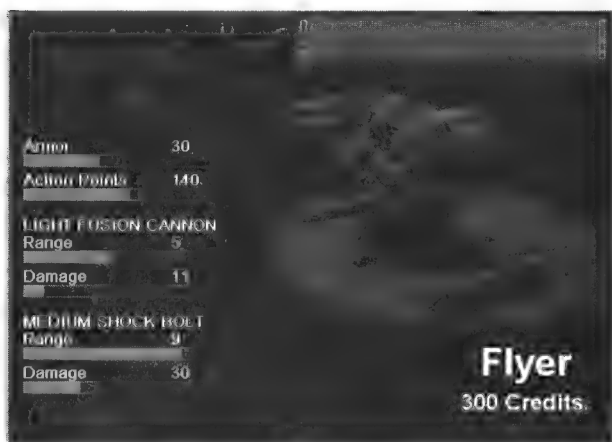


Tauran Assessment

One of our most devastating units, able to deliver shattering blows over long range, with or without line-of-sight.

Human Assessment

More powerful than our own Artillery unit, but slower and more difficult to move into position. Consider them a serious threat.

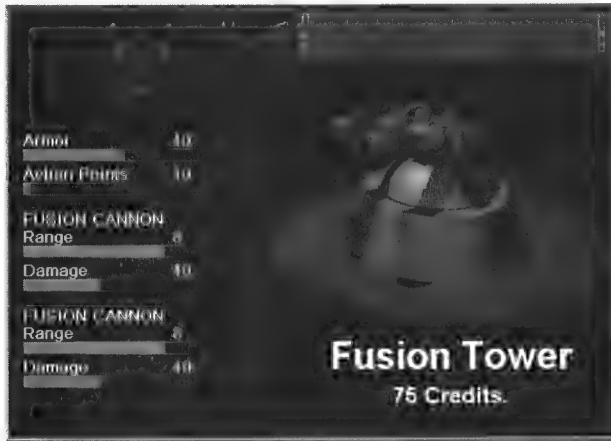


Tauran Assessment

Our bravest troops, trained in aerial combat. Their strength lies in their great mobility and excellent firing range.

Human Assessment

Don't underestimate the Flyer. When they come in groups, they can attack and fly out of range before you know what hit you.



Tauran Assessment

Fusion Towers exist only to distract the enemy long enough for us to descend upon him and crush him. They are not strong, but against the pathetic Humans they suffice.

Human Assessment

Not as damaging as our own defensive towers, but their range makes them a real problem. Beware any Dropship landing site with too many Fusion Towers nearby.



Tauran Assessment

More than a match for the Humans' Grav Tank, the combination of mobility and firepower makes the Hover Tank one of our best weapons.

Human Assessment

Hover Tanks can destroy our Laser Towers in one shot, not to mention what they can do to the rest of our defenses. Be very wary of this one.

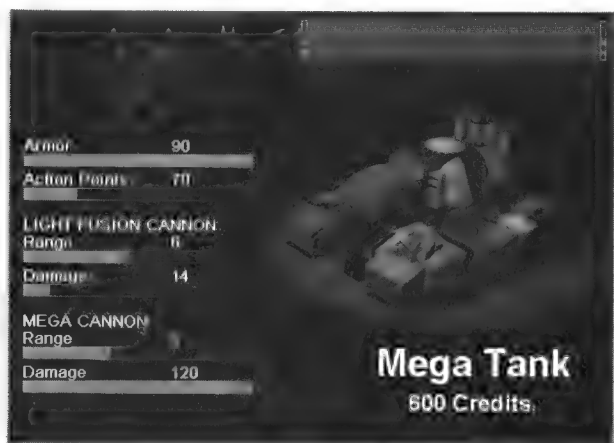


Tauran Assessment

Designed for the extermination of infantry and other weak units, the Light Tank is fast but carries little armor. Though it may sound cowardly, keep the Light Tank away from stronger Human units.

Human Assessment

Nothing but a beefed-up L.A.V. One or two shots should turn a Light Tank into scrap metal. Leave these for last, unless our infantry are threatened.



Tauran Assessment

All but the most foolish enemies run in terror when the Mega Tank takes the field. This is our master unit, capable of defeating whole companies of pathetic Humans by itself.

Human Assessment

Keep your distance from these things and bombard them from safety with Artillery or Gunships, because if they turn their Mega Cannons on you, YOU ARE DEAD!

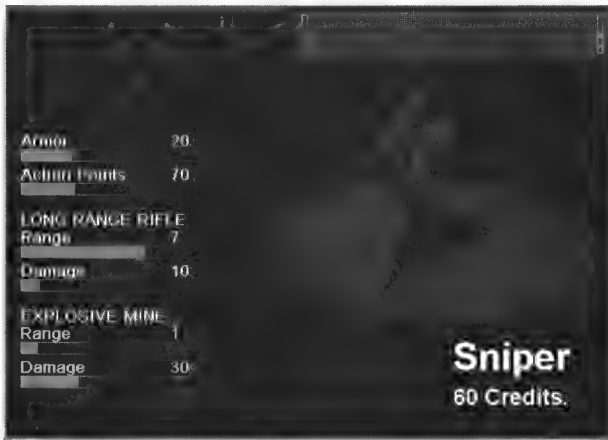


Tauran Assessment

At least as deadly as our Artillery, with a faster rate of fire, better armor, and hover capability. Sadly, the Plasma Launcher is somewhat less damaging.

Human Assessment

A poor match for our venerable Gunship, thank the stars! Still, any S.H.O.G. should be destroyed ASAP, unless there are Mega Tanks to deal with first.



Tauran Assessment

Selected from the very best shots in our infantry and equipped with deadly sniper rifles, these soldiers are a match for some of the Human's armored vehicles.

Human Assessment

Fast, strong, and excellent shots. But if you get a good shot off in return, Snipers will die in a most satisfying spray of green blood.



Tauran Assessment

Small wonder that we are mighty conquerors, with weapons like this one. The tank is a beauty to behold, and its firepower is as admirable as its handsome form.

Human Assessment

Undoubtedly the ugliest unit ever to stand against us. It is tempting to laugh at them—but there is nothing funny about the Tank's Heavy Fusion Cannon. Destroy them from afar, just to be safe.



Tauran Assessment

The heroic Trooper is an excellent defender, capable of holding many Human units at bay, even armored vehicles.

Human Assessment

Enjoy destroying these Taurans whenever you can—the rest of their forces are not so weak.

Advice to New Players

Strategic

1. Examine carefully the resources of your provinces. A *very rich* province can be as much as *six* times more profitable than a poor one. This applies to all resources (credits, research, and energy).
2. You can build up to ten resource-producing buildings on a province. The more you build, the more you produce.
3. Keep track of the maintenance cost of your units or you may soon be losing credits each turn.
4. Do not underestimate the importance of technological research, or enemy squads will soon be destroying your tanks faster than you can build them.
5. You don't need more than one structure producing the same type of units in a province, unless you expect to lose structures to nuclear missile attacks.
6. Some special missions may disappear when provinces are captured by the enemy.
7. You get only one chance to complete a special mission. After that, it disappears from the map.
8. The strength of enemy cities grows every turn.
9. Radar lets you see inside adjacent provinces and aim nuclear missiles more precisely.
10. Use strategic mode to place your units where they can be most effective in case of attacks.

11. Do not lose your capital, it's the only province where you can build Dropships.
12. It is not necessary to defeat all of the neutral provinces. Only the enemy matters in the end, so do not needlessly waste resources on neutrals that might better be used against the enemy.

Tactical

1. Do not spend extra Action Points firing a Heavy weapon when a Light weapon will do.
2. The **Ctrl** key will let you examine the remaining Armor Points of the enemy unit by moving the mouse cursor over it.
3. The Squad unit is very powerful.

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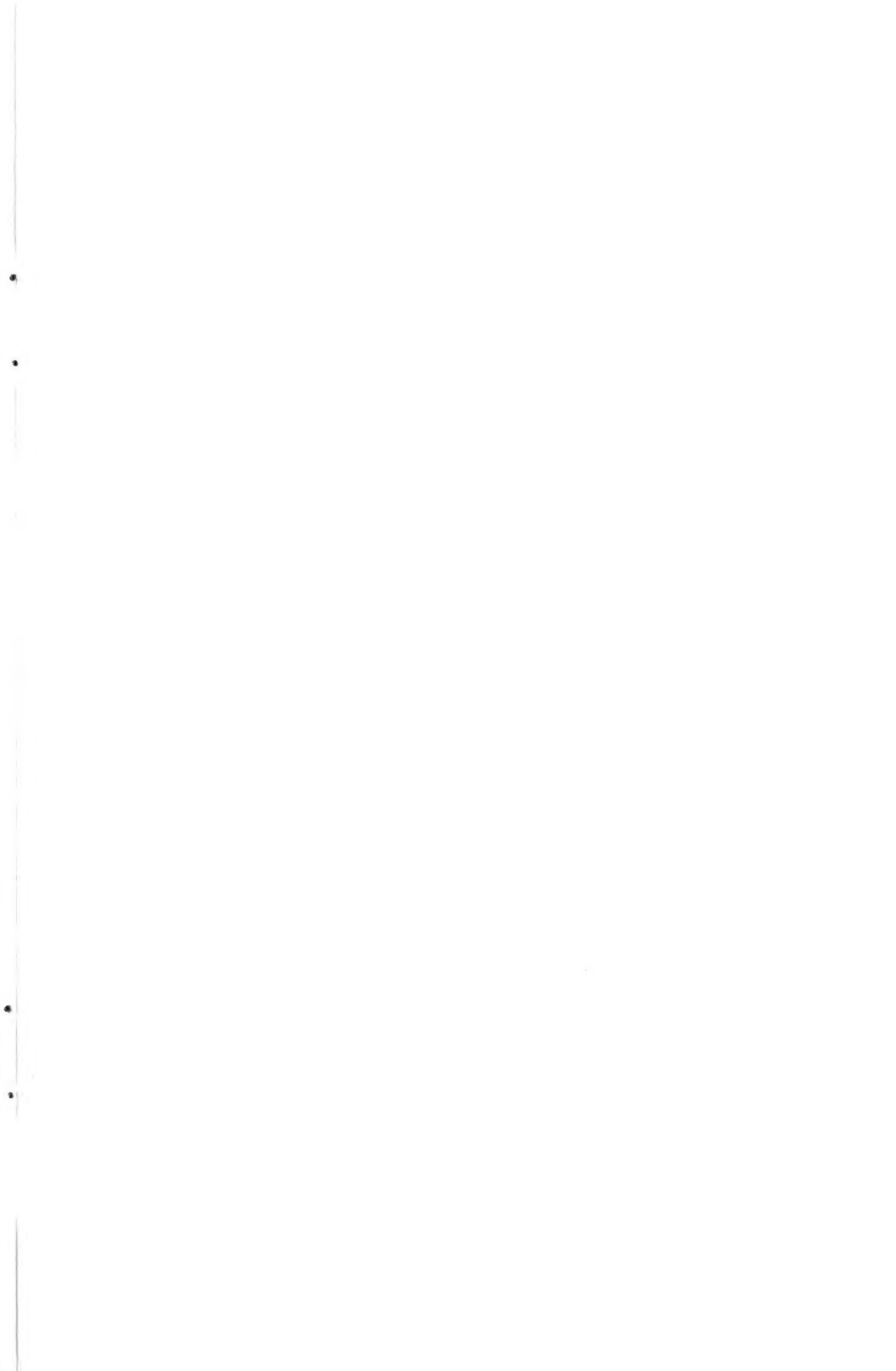
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Don Blair

Robert Stevenson

Special thanks to all of our external testers.



www.imagicgames.com

Action Points 70

WILSON'S ACTION LOG

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TECHNOLOGICAL DISCOVERY!

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